

STACK MAP
LEGEND 190

"0" = INTEGER
"1" = OBJECT

FIG. 1

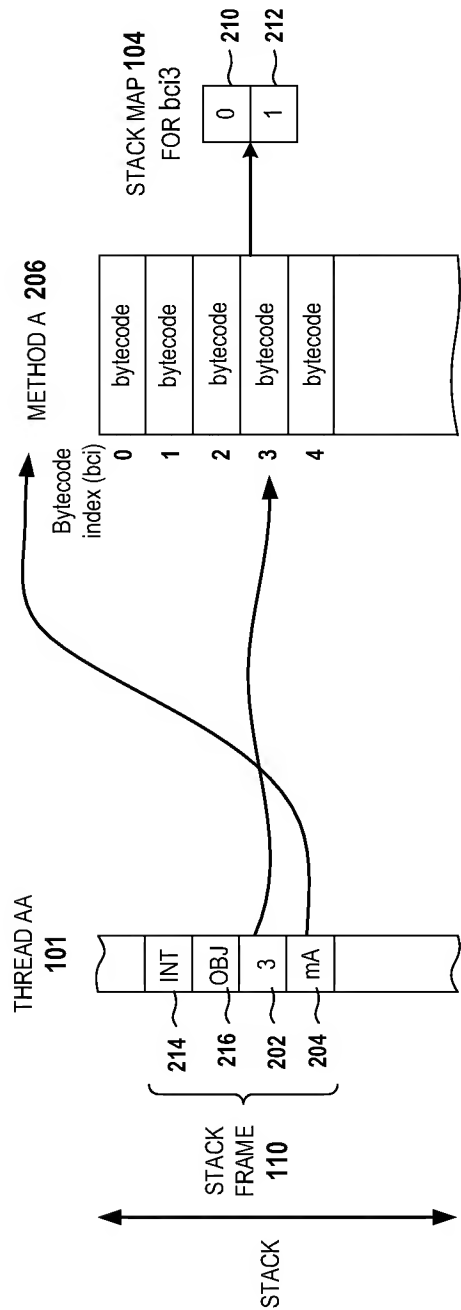
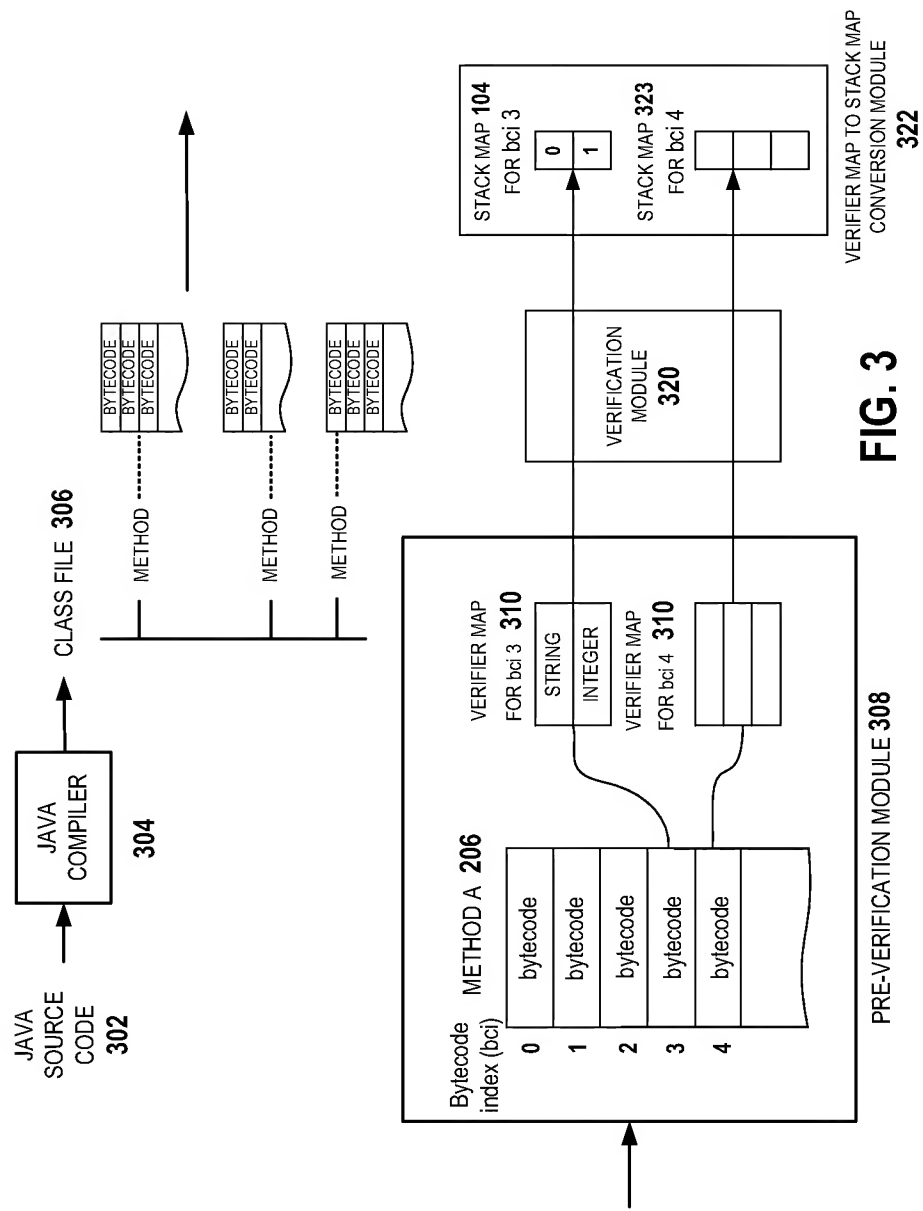


FIG. 2



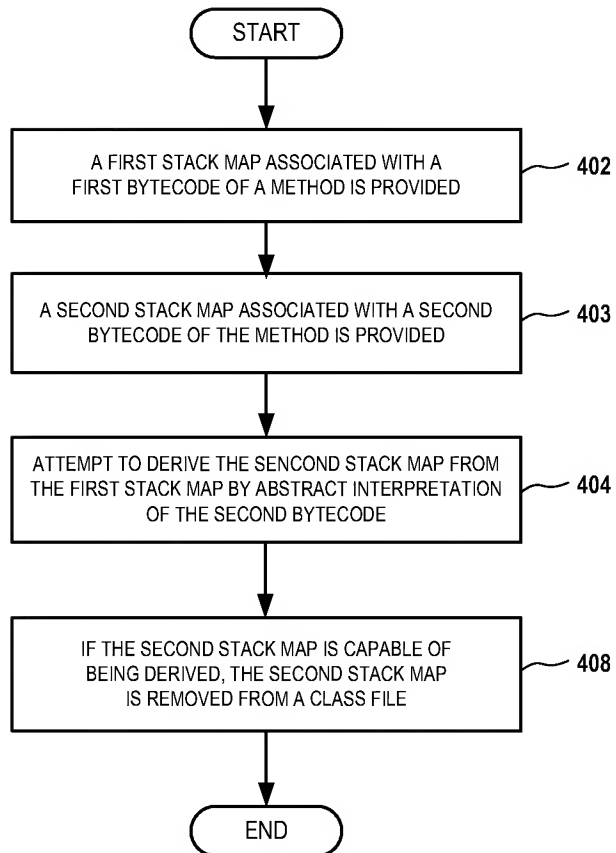


FIG. 4

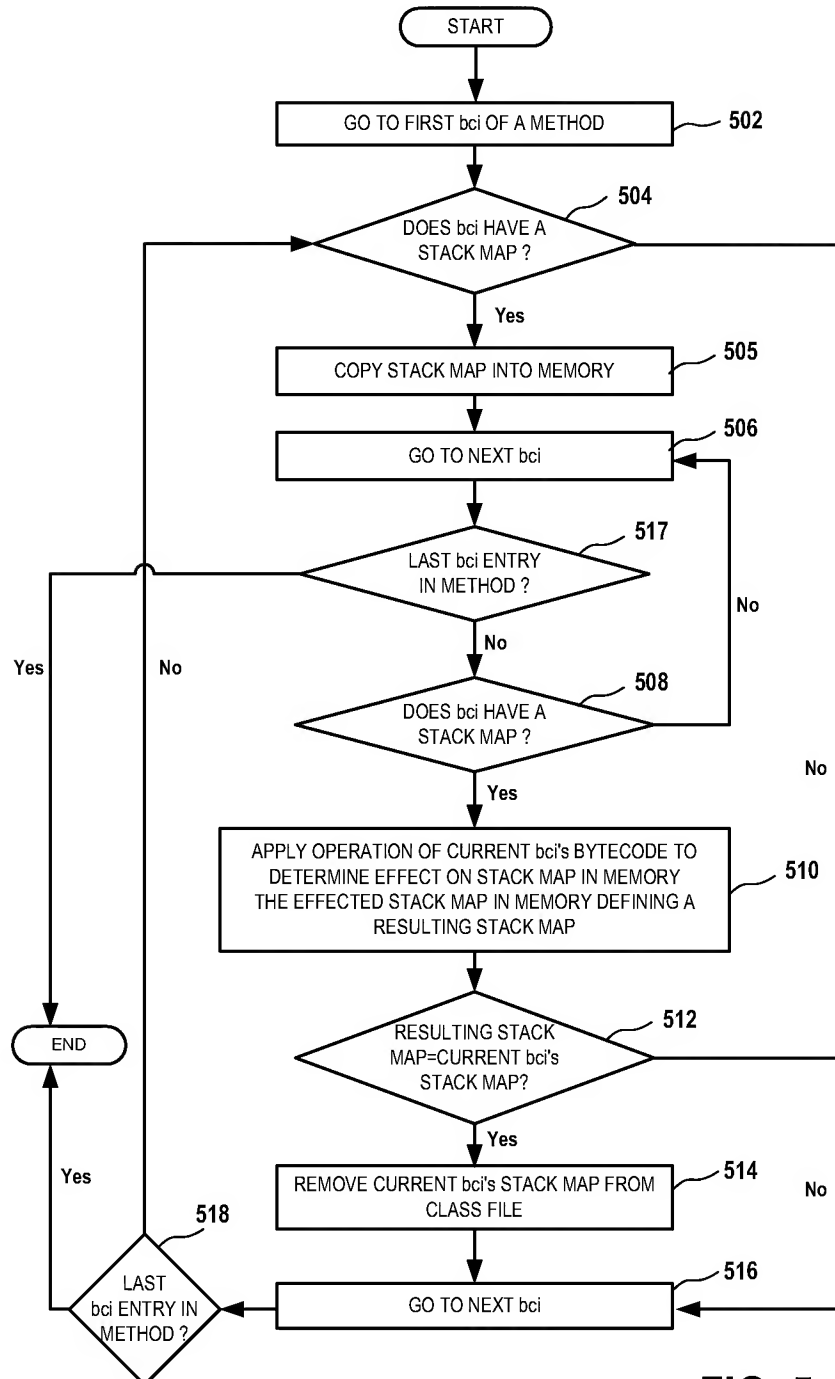


FIG. 5

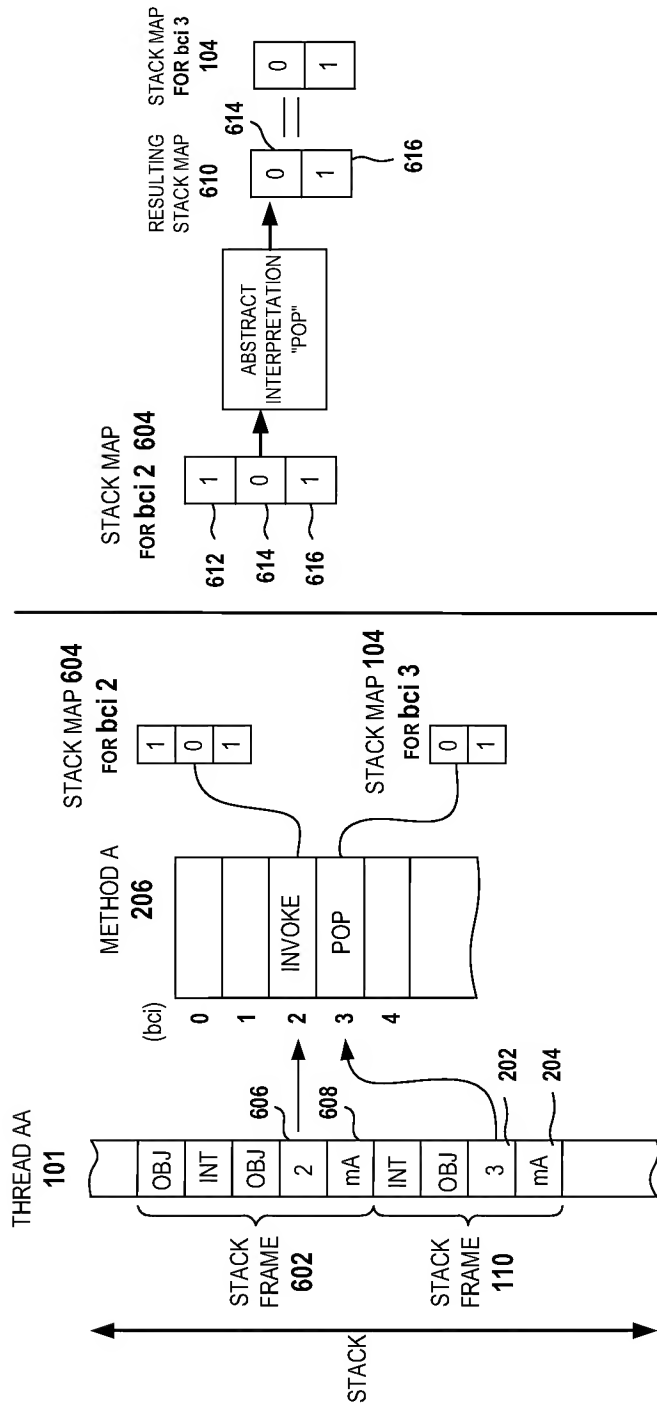


FIG. 6B

FIG. 6A